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1 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

Full text available: 🔖 pdf(15.01 MB)   Additional Information: full citation, references, citings

2 High-Quality Two-Level Volume Rendering of Segmented Data Sets on Consumer Graphics Hardware
Markus Hadwiger, Christoph Berger, Helwig Hauser
October 2003 **Proceedings of the 14th IEEE Visualization 2003 (VIS'03) VIS '03**

Full text available: 🔖 pdf(462.74 KB)   Additional Information: full citation, abstract

One of the most important goals in volume rendering is to be able to visually separate and selectively enable specific objects of interest contained in a single volumetric data set, which can be approached by using explicit segmentation information. We show how segmented data sets can be rendered interactively on current consumer graphics hardware with high image quality and pixel-resolution filtering of object boundaries. In order to enhance object perception, we employ different levels of obje ...

Keywords: volume rendering, segmentation, non-photorealistic rendering, consumer graphics hardware

3 Session P6: displays and color maps: The "Which Blair Project": a quick visual method for evaluating perceptual color maps
Bernice E. Rogowitz, Alan D. Kalvin
October 2001 **Proceedings of the conference on Visualization '01**

Full text available: 🔖 pdf(408.79 KB)   Additional Information: full citation, abstract, references, citings, index
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We have developed a fast, perceptual method for selecting color scales for data visualization that takes advantage of our sensitivity to luminance variations in human faces. To do so, we conducted experiments in which we mapped various color scales onto the intensitiy values of a digitized photograph of a face and asked observers to rate each image. We found a very strong correlation between the perceived naturalness of the images

and the degree to which the underlying color scales increased mon ...

Keywords: human color vision, internet color, perceptual color scales, visual artifacts in visualization

4 New enhancements to cut, fade, and dissolve detection processes in video segmentation
Ba Tu Truong, Chitra Dorai, Svetha Venkatesh
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**

Full text available: pdf(733.18 KB)   Additional Information: full citation, abstract, references, citings, index terms

We present improved algorithms for cut, fade, and dissolve detection which are fundamental steps in digital video analysis. In particular, we propose a new adaptive threshold determination method that is shown to reduce artifacts created by noise and motion in scene cut detection. We also describe new two-step algorithms for fade and dissolve detection, and introduce a method for eliminating false positives from a list of detected candidate transitions. In our detailed study of these gradual ...

5 Shape & motion: Spacetime faces: high resolution capture for modeling and animation
Li Zhang, Noah Snavely, Brian Curless, Steven M. Seitz
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(599.14 KB)   Additional Information: full citation, abstract, references, index terms
mov(25:48 MIN)

We present an end-to-end system that goes from video sequences to high resolution, editable, dynamically controllable face models. The capture system employs synchronized video cameras and structured light projectors to record videos of a moving face from multiple viewpoints. A novel spacetime stereo algorithm is introduced to compute depth maps accurately and overcome over-fitting deficiencies in prior work. A new template fitting and tracking procedure fills in missing data and yields point co ...

Keywords: data-driven animation, expression synthesis, facial animation, shape recovery, shape registration, stereo matching

6 Experiments using interactive color raster graphics for CAD
Abe Shliferstein
January 1982 **Proceedings of the 19th conference on Design automation**

Full text available: pdf(1.14 MB)   Additional Information: full citation, abstract, references, index terms

Color raster graphics is being incorporated into CAD systems for printed circuit board (PCB) design. An interactive prototype CAD system developed as an experimental base is described, along with color graphics research using this prototype. Areas investigated included the generation and display of complex PCB's, the display of depth information using "2 1/2 dimensional" techniques, performance measurements on color raster systems, possibilities for new on-line design audit tech ...

7 Draft Proposed: American National Standard—Graphical Kernel System
Technical Committee X3H3 - Computer Graphics
February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI

Full text available: pdf(16.07 MB)   Additional Information: full citation

8 Application of graphical interaction to the analysis of radio astronomy data
James M. Torson
July 1980 **ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual
conference on Computer graphics and interactive techniques**, Volume 14 Issue 3
Full text available: pdf(567.35 KB)   Additional Information: full citation, abstract, references, index terms

A highly interactive computer graphics system has been implemented for the display and
analysis of high-resolution radio images which are produced by the Very Large Array radio
telescope being built by the National Radio Astronomy Observatory. Some of the users of
this system are in-house scientists who use the system routinely. However, many of the
users are occasional visitors from other institutions who are not necessarily computer
programming experts and who have little time or inclinat ...

9 Texture mapping 3D models of real-world scenes
Frederick M. Weinhaus, Venkat Devarajan
December 1997 **ACM Computing Surveys (CSUR)**, Volume 29 Issue 4

Full text available: pdf(1.98 MB)   Additional Information: full citation, abstract, references, index terms,
review

Texture mapping has become a popular tool in the computer graphics industry in the last
few years because it is an easy way to achieve a high degree of realism in computer-
generated imagery with very little effort. Over the last decade, texture-mapping techniques
have advanced to the point where it is possible to generate real-time perspective
simulations of real-world areas by texture mapping every object surface with texture from
photographic images of these real-world areas. The techniqu ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective
transformation, image warping, multiresolution data, perspective projection, polygons, ray
tracing, real-time scene generation, rectification, registration, texture mapping, visual
simulators, voxels

10 Direct volume rendering with shading via three-dimensional textures
Allen Van Gelder, Kwansik Kim
October 1996 **Proceedings of the 1996 symposium on Volume visualization**
Full text available: pdf(3.97 MB)   Additional Information: full citation, references, citings, index terms

11 XMovie: architecture and implementation of a distributed movie system
Ralf Keller, Wolfgang Effelsberg, Bernd Lamparter
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4
Full text available: pdf(1.91 MB)   Additional Information: full citation, abstract, references, index terms

We describe a system for storing, transmitting, and presenting digital movies in a computer
network. The hardware used in the system is standard hardware, as found in typical
workstations today; no special hardware is required, but if available it can be used to
provide better performance. The XMovie system has several innovative features. First, it
contains a new algorithm for the gradual adaptation of the color lookup table during the
presentation of the movie to ensure optimal color qual ...

Keywords: digital video, distributed multimedia system, software motion picture,
transmission protocol

12
The X window system

Robert W. Scheifler, Jim Gettys
April 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 2

Full text available: pdf(2.76 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

An overview of the X Window System is presented, focusing on the system substrate and the low-level facilities provided to build applications and to manage the desktop. The system provides high-performance, high-level, device-independent graphics. A hierarchy of resizable, overlapping windows allows a wide variety of application and user interfaces to be built easily. Network-transparent access to the display provides an important degree of functional separation, without significantly affec ...

13 Vax Station: A General-Purpose Raster Graphics Architecture
H. M. Levy
January 1984 **ACM Transactions on Graphics (TOG)**, Volume 3 Issue 1

Full text available: pdf(1.16 MB)   Additional Information: full citation, references, citings, index terms

14 Deep shadow maps
Tom Lokovic, Eric Veach
July 2000   **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(783.65 KB)   Additional Information: full citation, abstract, references, citings, index terms

We introduce deep shadow maps, a technique that produces fast, high-quality shadows for primitives such as hair, fur, and smoke. Unlike traditional shadow maps, which store a single depth at each pixel, deep shadow maps store a representation of the fractional visibility through a pixel at all possible depths. Deep shadow maps have several advantages. First, they are prefiltered, which allows faster shadow lookups and much smaller memory footprints than regular shadow maps ...

15 Color quantization by dynamic programming and principal analysis
Xiaolin Wu
October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4

Full text available: pdf(9.47 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Color quantization is a process of choosing a set of K representative colors to approximate the N colors of an image, K < N, such that the resulting K-color image looks as much like the original N-color image as possible. This is an optimization problem known to be NP-complete in K. However, this paper shows that by ordering the N colors along their principal axis and pa ...

Keywords: algorithm analysis, clustering, color quantization, dynamic programming, principal analysis

16 An IC design station needs a high performance color graphic display
Neil Weste, Bryan Ackland
June 1980 **Proceedings of the 17th conference on Design automation**

Full text available: pdf(537.97 KB)   Additional Information: full citation, abstract, references, citings, index terms

Raster-scan color graphic displays provide increased visual feedback in many CAD areas. In addition the unique architecture of displays used for this purpose enable other CAD related

problems to be solved within the hardware structure of the display. Achieving these features commensurate with human response times requires new architecures and algorithm development for color displays. This paper presents the architecture and some of the algorithms used in an advanced color display ...

17 Reading text from computer screens

Carol Bergfeld Mills, Linda J. Weldon

December 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 4

Full text available: 📄 pdf(3.33 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

This paper reviews empirical studies concerning the readability of text from computer screens. The review focuses on the form and physical attributes of complex, realistic displays of text material. Most studies comparing paper and computer screen readability show that screens are less readable than paper. There are many factors that could affect the readability of computer screens. The factors explored in this review are the features of characters, the formatting of the screen, the contras ...

18 Student best paper contest: Proscenium: a framework for spatio-temporal video editing

Eric P. Bennett, Leonard McMillan

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Full text available: 📄 pdf(2.86 MB)   Additional Information: full citation, abstract, references, index terms

We present an approach to video editing where movie sequences are treated as spatio-temporal volumes that can be sheered and warped under user control. This simple capability enables new video editing operations that support complex postproduction modifications, such as object removal and/or changes in camera motion. Our methods do not rely on complicated and error-prone image analysis or computer vision methods. Moreover, they facilitate an editing approach to video that is similar to standard ...

Keywords: feature removal, feature selection, multimedia framework, special effects, video editing, video layers, video stabilization

19 Office-by-example: an integrated office system and database manager

Kyu-Young Whang, Art Ammann, Anthony Bolmarcich, Maria Hanrahan, Guy Hochgesang, Kuan-Tsae Huang, Al Khorasani, Ravi Krishnamurthy, Gary Sockut, Paula Sweeney, Vance Waddle, Moshé Zloof

October 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 4

Full text available: 📄 pdf(2.86 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Office-by-Example (OBE) is an integrated office information system that has been under development at IBM Research. OBE, an extension of Query-by-Example, supports various office features such as database tables, word processing, electronic mail, graphics, images, and so forth. These seemingly heterogeneous features are integrated through a language feature called example elements. Applications involving example elements are processed by the database manager, an integrated ...

20 High-quality volume rendering using texture mapping hardware

Frank Dachille, Kevin Kreeger, Baoquan Chen, Ingmar Bitter, Arie Kaufman

August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Full text available: 📄 pdf(1.40 MB)   Additional Information: full citation, references, citings, index terms

Keywords: hardware acceleration, parallel rendering, ray casting, shading, solid texture, texture mapping, volume rendering

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